Jack
BROS.
VIRTUAL BOY
AGES 4
SOLD BY
ATLUS
ON BOOKLET

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WARNING

This product MUST NOT be used by children under the age of seven (7) years. Prolonged viewing when playing Virtual Boy can result in eyestrain and may cause serious, permanent damage to your vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Many seizures are caused by not correctly adjusting the Fit Meter, skipping the IPD and FOCUS, or not playing at an appropriate level. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or your arms get tired. Do not use unlicensed or counterfeit games. Failure to follow all instructions could cause eye injury, serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-345-7300.

CHOKE HAZARD - SMALL PARTS

NOT FOR USE BY CHILDREN UNDER THE AGE OF THREE YEARS. Before and young children could choke on the Virtual Boy Controller. Keep the Controller out of reach of small children.

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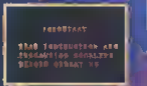
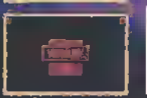
BEFORE STARTING THE GAME

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the left position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.



Press the START button to display the "IPD and FOCUS" adjustment screen. Both adjustments are made using this screen.



IPD ADJUSTMENT

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you see a mark in all four corners of the screen, as shown on the screen to the right.

The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.

FOCUS ADJUSTMENT

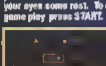
This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.

AUTOMATIC PAUSE FUNCTION

All Virtual Boy Game Paks contain an automatic pause function that will cause the game to pause after about 30 minutes of game play. When the game pauses, take a break and give your eyes some rest. To resume game play press START.

After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the L+Control Pad, then press the START button to begin the game demo. Pressing START again will advance you to the game title screen.



After playing the JACK BROS. for 30 minutes, or after completing a stage, the game will automatically pause. Please take a break and rest. After your rest is completed, press the START button to restart the game.

THE JACK BROS. STORY

Every year on Halloween morning, the portal to the World of Fairies opens, allowing a pathway to form between their world and ours. This year, the mischievous Jack Brothers from the World of Fairies have decided to set off on an adventure in our world. They will have to pass through the portal again by midnight or be banished from their world forever.

The thrill of their adventure takes their mind off the clock, and before they know it, the 11 o'clock hour is upon them. As they start to race through the long pathway to their home, Pixie the Fairy appears and offers to show them a shortcut to the World of Fairies. The shortcut is danger ous and seldom used, but if they used their regular route, they will not make it back in time. The Jack Brothers have no choice but to follow Pixie and choose their bot tles wisely. They can only hope that it's not too late...

CONTROLLER FUNCTIONS

Left Control Pad

Use this to move the cursor on the Menu Screen or move your character around in the game.

Select Button

Press the Select Button to turn the Auto Fire on and off.

Start Button

This button will allow you to choose a character on the Menu Screen. It also allows you to pause the game.

L Button

L Button is not used in this game.

A Button

Press the A Button to use your Special Attacks.

Right Control Pad

The direction that you press on the Right Control pad will correspond with the direction in which your weapon will be regardless of the way you are facing.

A Button

Use the A Button to choose a character on the Menu Screen. Press this to fire if the Auto Fire you are using.

B Button

Press the button to fire in the direction you are facing. You will also use this to cancel a password if you make a mistake.

Mastering how both Right Control Pad skills is as low to the process. With left Control pad, you can move around in three dimensions, but the right pad only moves up and down.

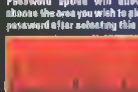
ABOUT THIS GAME

To return to the World of Fairies, you must clear six different areas within the allowed time limits. Each area consists of several different floors. You must collect all of the keys in each area to continue on. Once you have collected all of the keys on one floor, the doors will all open at once and you will be able to jump off to the lower floor. Continue down to the lowest floor and defeat the boss to move on to the next area, be very careful, though. Enemies and traps await you in every nook and cranny. Each time you suffer damage from an enemy or trap's attack, your remaining time will decrease by five seconds.

GETTING STARTED

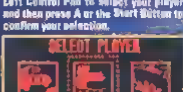
Start/Password

At the Title Screen, you can choose either Start or Password by pressing up or down on the Left Control Pad then the Start Button. If you select Start, you will play from the beginning of the game. The Password option will allow you to choose the area you wish to play. Enter a password after selecting this option.



Choosing Your Character

If you choose the Start option from the Title Screen, the Player Select Screen will automatically appear. You will have the choice of being Jack Frost, Jack Lantern or Jack Skellington. Use the Left Control Pad to select your player and then press A or the Start Button to confirm your selection.



PASSWORD/CONTINUE

Password

On the Password Screen, use the Left Control Pad to choose the numbers for your password, then press the A Button. If you make a mistake, you may use the B Button to back up one space and make a correction. You will receive a password after successfully finishing each area.

Continue

Once the remaining time reaches zero, the game is over and the Continue Screen will automatically appear. Press the Start Button before the counter reaches zero, and you will be able to start from the beginning of the last area you played.

THE ACTION SCREEN

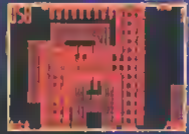
This screen appears when you start a floor

Remaining Time

This tells you how many seconds you have left to finish this area.

Special Attack Stars

You will start the game with three Special Attack Stars and have many chances to collect more in the game. You will be able to carry these over to the next level.



Keys

This will display the number of keys you need to collect in the area you are in.

Radar

Use your radar to locate keys. Once you have collected all of the keys, the radar will indicate where the exit is.

Floor

This indicates which floor you are currently on.

Auto Shot

The default attack setting is regular. If you press the Select button, the word "Auto Shot" will appear. Press and hold either A, S, or the Left Control Pad to rapid shot.

THE END LEVEL SCREEN

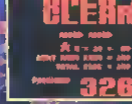
This screen appears when you have successfully finished an area.

Special Attack Stock

This shows how many Special Attacks you still have left.

Password

This will show you the Password for the level you just completed.



Total Time

This is the Total Time you have in the next level.

Hour

This indicates which Hour you beat Rastan.

Bonus Time

For each Special Attack Star you collect, you will get 10 extra seconds of time for the next level.

Standard Time Limit

This shows the standard time limit of the next area.

CHARACTERS

Jack Frost

Snowballs are this Jack's weapon of choice. When he uses his Special Attack all enemies will be frozen for a few seconds.

Jack Lantern

Lantern shoots fire balls which are more powerful than Frost's snowballs. His Special Attack will cause all enemies to suffer severe damage

Jack Skelton

Skelton's sharp knife is far more threatening to enemies than either of his brothers weapons. His Special Attack will destroy all the enemies on the screen.

CHARACTER SKILLS

	Jack Frost	Jack Lantern	Jack Skelton
Rapid Fire			
Attack Power			
Agility			
Special Attack	Freezes all ene mies for a few seconds	All enemies will suffer severe dam age	Will defeat all enemies on the screen

ENEMIES AND TRAPS

Spike Traps

Three sharp villains will pop up suddenly from the floor in an attempt to stop you. Wait until they disappear and quickly compose them

Boulder

If you see this large rubble blocking the path, simply push it out of the way. It also makes a superb saver from bad guys. Hide behind it to avoid enemy Fire.

Paradice

These villainous troublemakers always appear in pairs. Avoid standing between them or they will attack forcefully from both sides leaving you flat as a pancake.

Dark Zone

Dark Zone appears without warning covering the floor and darkening the hallway. This will allow your sneaky adversaries to be on the lookout for hidden objects.

ENEMIES AND TRAPS

Double Lasers

The laser beams will usually travel between the two laser cannons. Often one cannon is positioned, the dangerous laser beams will touch all the way to the wall.

Luminous Lex

This cannon is constantly moving. If you are to get in the way it will fire, so shoot you!

Fire Breather

The beasts coming from this flame spitter's mouth can really heat up your journey. Avoid getting too close.

Warp Tile

Do not accept rides from this stranger. Stepping on it will force you back to the beginning of your level, wasting precious time.

ITEMS

Special Attack Star

Each one of these represents one Special Attack move that your character can use against enemies.

Invincibility Potion

This item will allow you to remain invincible for about ten seconds. During this time you cannot be harmed by an enemy attack.

Jack Shield

The Shield is made up of several bubbles that surround and protect your character for up to three hits.

Time Clock

Each Time Clock that you acquire will increase your time by the number shown on the chip itself.

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